

CDACE NEWSLETTER AUGUST 1987

POST OFFICE BOX 511, DELMAR NEW YORK 12054
CDACE BBS (518) 237-1232

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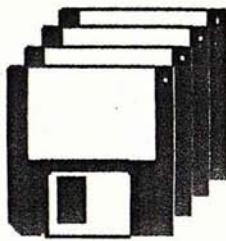
NEW ST PUBLIC
DOMAIN LIBRARY

DATATRIEVE
REVIEWED

NOTES FROM THE
CDACE BBS

ATARI CONFERENCE
FROM GENIE

CDACE NEWS AND
NOTES



ST DISK LIBRARY

FROM
STEVE GAREE

AS PROMISED SOME TIME AGO, THE CLUB HAS PURCHASED WHAT I CONSIDER TO BE A REPRESENTATIVE SAMPLING OF THE PUBLIC DOMAIN UNIVERSE.

SOME PROGRAMS ARE FREEWARE, WHICH MEANS THEY ARE AVAILABLE FOR YOUR FREE USE AFTER YOU RECEIVE THE DISK. AND SOME ARE SHAREWARE, WHICH MEANS THAT THE AUTHOR ASKS FOR DONATIONS IF YOU FEEL THE PROGRAM IS USEFUL. SOME PROGRAMS OFFER REGISTRATION THAT PROVIDES UPDATES AND CORRECTIONS.

THE LIBRARY CONSISTS OF THIRTY-ONE DISKS AMOUNTING TO 10 MILLION BYTES OF SOFTWARE AND AN INDEX FOLLOWS:

GAMES 1--		
CRIBBAGE	1 PLAYER Col	CARD GAME
MILLE BORNES	1 PLAYER Col	CARD GAME
SOLITAIRE		
CANFIELD	1 PLAYER Col	CARD GAME
KLONDIKE	1 PLAYER Col	CARD GAME
GAMES 2--		
STONEAGE DELUXE	1 PLAYER Col	ARCADE GAME LIKE Boulder Dash
WHEEL OF FORTUNE	2-3 PLAYER Col	LIKE THE T GAME
GAMES 3--		
MONOPOLY	1 PLAYER Col	BOARD GAME
TRIPLE YAHTZEE	1-6 PLAYER Col	BOARD GAME
GAMES 4--		
KRABAT CHESS	1 PLAYER Col	BOARD GAME
	1 PLAYER MON	
GAMES 5--		
DALEKS	1 PLAYER Col	CHASE GAME
FOOTBALL	1 PLAYER Col	STRATEGY
MEGAROIDS	1 PLAYER Col	ARCADE
OGRE	1 PLAYER Col	STRATEGY
GAMES 6--		
HAUNTED	1 PLAYER Col	ARCADE
SENSORI	1 PLAYER Col	LIKE SIMON
ST AGGRAVATION	1-6 PLAYER Col	BOARD GAME
GAMES 7--		
LUCKY STAR	1 PLAYER MON	GAMBLING GAME
Pool	1-2 PLAYER MON	BILLIARDS
GAMES 8--		
AZARIAN2	1 PLAYER Col	ARCADE
PACMAN	1 PLAYER Col	ARCADE
SCORE FOUR	1 PLAYER Col	BOARD GAME
GAMES 9--		
JEOPARDY	3 PLAYER MON	LIKE TV GAME
Puzzle Puzzle	1 PLAYER MON	Puzzle Game
GAMES 10--		

EAMON 2.0 GAMES	1	PLAYER EITHER TEXT ADVENTURE w/ BEGINNER'S CAVE
1--		
EAMON 2.0 ADVENTURES		
SPREADSHEETS 1--		
VIP SPREADSHEETS		
SPREADSHEETS 2--		
VISICLONE	A SPREADSHEET PROGRAM SIMILAR TO VISICALC	
DATABASES 3--		
dBMAN ANALYZER	SHOWS dBMAN PROGRAM LOGIC AND STRUCTURE	
VIDEO	VIDEO LIBRARY	
INVESTMENTS	INVESTING DATABASE	
WORD PROCESSING 6--		
ST-WRITER 1.70	EXCELLENT NON-GEM WORD PROCESSOR	
NEWWORD 3	DESK ACCESSORY WORD PROCESSOR	
SPELL CHECK 2.2	SPELLING CHECKER	
DESK ACCESSORIES 7--		
GRAB BAG	SOMETHING FOR EVERYONE	
UTILITIES 8--		
DCOPY 1.91	FILE CONVERSIONS AND DISK UTILITIES	
PCOMMAND	COMMAND LINE INTERFACE	
QUICKBLD2	LABELER	
STARTUP2	BOOT PROGRAM	
UNDELETE	RECOVERS DELETED FILES	
SLOWDOWN	RUNS ALL GEM FUNCTIONS AT 1/6TH SPEED (LOOK AT THE OPERATION OF THE DESKTOP)	
STARTER'S PAK 9--		
THIS IS A PAK FOR ALL THOSE NEW USERS OUT THERE. A CLOCK, RAMDISK AND. PRINTER BUFFER. BEGINNER'S LESSONS AND A DESKTOP DEMONSTRATOR.		
UTILITIES 10--		
AUTOCOPY	AUTOMATICALLY LOADS FILES INTO A RAMDISK AT STARTUP	
AUTODESK	RUNS A PROGRAM AT STARTUP	
DISCAT13	DISK CATALOG	
DISKTOP2	DISK CATALOG	
FORMAT 3	FORMATTER IN ALL VALID FORMATS	
LESS	EDIT FILES FROM THE DESKTOP	
REMIND	KEEP TRACK OF IMPORTANT DATES	
SPEECH	SPEECH MODULE	
TEXT EDITORS 11--		
EMACS 3.8F	EXCELLENT, BUT COMPLEX TEXT EDITOR	
NEWSCMD	SAMPLE COMMAND SCRIPT FOR EMACS	
UEMACS	SIMPLER BUT GOOD TEXT EDITOR	
TELECOMM 1--		
CITADEL BBS 3.0	EXTENSIVE BULLETIN BOARD SYSTEM	
TELECOMM 2--		
CITADEL SUPPORT	MAINTENANCE AND UTILITY FILES	
TELECOMM 3--		
UNITERM 178 2.2	TERMINAL EMULATOR	
TELECOMM 4--		
MIKEYTERM	TERMINAL PROGRAM	
VT100	TERMINAL EMULATOR	
MODEM7	TERMINAL PROGRAM	
STERM	TERMINAL PROGRAM	
LANGUAGES--		
MARK JOHNSON C COMPILER (ST APPLICATIONS WILL BEGIN A SERIES ON C USING THIS COMPILER NEXT MONTH.)		
ARCHIVER--		
ARC	FILE COMPRESSION AND DECOMPRESSION	
UMLIB	DE-LIBRARY FILES	

UNPIT	UNPACK MAC FILES
UNSQUEEZE	UNSQUEEZE FILES
SCRUNCH	PACK AND UNPACK ENTIRE DISKS
GRAPHICS 1--	
ANIMATOR	CREATE SHOWS FROM MULTIPLE ART FILES
GRAPHICS 2--	
CAD-3D 2.0 SUPPORT	SUPPORT FILES FOR CAD-3D 2.0
GRAPHICS 3--	
DSlide	SLIDE SHOW FOR DEGAS
MEGABLIT 2.6	DRAWING PROGRAM
PLC SWITCH 0.7	ART FILE CONVERSION AND PRINT UTILITY
GRAPHICS 4--	
PRINTMASTER GRAPH	LIBRARIES AND CONVERSION PROGRAM TO DEGAS FORMAT
GRAPHICS 5--	
GDOS FONT EDITOR	CREATE GDOS FONTS FOR DEGAS AND EASY DRAW

THESE DISKS WILL BE AVAILABLE ON THE NEW PRICE BASIS OF 6 DISKS, ST OR 8-BIT, FOR 20 DOLLARS. A CARD MAY BE PURCHASED SO THE DISKS MAY BE TAKEN AS YOU SEE SOMETHING YOU LIKE. SINGLE DISKS ARE AVAILABLE FOR \$4.00.

WE ALSO HAVE AN EXTENSIVE LIBRARY OF GFA BASIC FILES AND UTILITIES AVAILABLE FOR \$25.00 FOR THE SET. THERE ARE WELL OVER 200 PROGRAMS AND FILES HERE. I HAVE PRODUCED A DEGAS FONT CATALOG SHOWING SAMPLES OF ALL THE FONTS AVAILABLE FOR THIS PROGRAM. FONTS WILL BE SOLD ON AN AS ORDERED BASIS. JUST PICK OUT 10 FONTS FROM THE CATALOG AND A DISK CONTAINING YOUR FONTS AND MY VERY OWN ASSIGN.SYS WRITER WILL BE SENT TO YOU BY MAILER IN THREE DAYS. THERE IS A 75 CENTS SURCHARGE FOR THIS SERVICE, BUT THEN YOU WON'T HAVE ANY FONTS YOU DON'T WANT.

FINALLY, AS THERE WILL BE APPROXIMATELY 4 WEEKS UNTIL THE NEXT MEETING AT THE TIME YOU READ THIS, GIVE ME A CALL AT 489-0755 IF YOU JUST CAN'T WAIT FOR A SPECIFIC DISK.

STEVE CAREE

DATATRIEVE EXPOSED

by

Bill Silverman

The search for good reliable serious software has had it's ups and downs in the years that Atari has been making computers. The Atari 800 VisiCalc was not a complete implementation of that old standby and it was not until the release of Syn Calc that any Atari computer had a viable full featured serious software product.

I am happy to say that Datatrieve from Abacus Software is another fine addition to serious software for Atari computers - specifically the ST.

Datatrieve is not a relational database. It is, in fact something of a relational database in reverse. In essence you design a large database and then create custom report and screen formats to view those fields you wish to see.

With some programs designing screen 'masks' and report formats require extensive knowledge of the program and perhaps a dash or two of macro mania, thankfully Datatrieve is an intelligent implementation of GEM allowing construction

DATATRIEVE ST

User friendly file management

OK

User environment : Andre Claassen
File functions : Gerd-Uwe Heukamp

Version number : E 1.16

(C) 1986 by ABACUS SOFTWARE

Free work space : 146618 →
Free disk space : 279552

and selection fields, screens, reports, lists, labels, and even full form letters with either icons or menus that are mouse selected or keystroke commands. You can create some really fascinating formats for either screen or paper with Datatrieve with very little effort and little reading of the manual.

The program is basically a super index card filer which you can enter through any custom designed door (screen or report) you like.

Having used this program since last January to keep track of 1100 children in a soccer club it's strengths and weaknesses have become apparent. Without a doubt the strong points of this program make it's drawbacks almost meaningless.

From that perspective we'll take those weak points first:

* you cannot move all types of data freely from one drive path to another. Some you can some can't. Worse, the manual doesn't tell you what is allowed to be moved and what is not. Learning what moves from a pathway and what does not is strictly a trial and error experience.

* the program does not remember where it goes for some types of files and does for some others. Therefore, a disproportionate share of the time you spend transporting subfiles or records from one file to another is spent with a mouse 'reminding' Datatrieve where you want the data to go. (On the other hand it does this flawlessly)

* there is a DIF option that is somewhat misleading. In reality it is really a mail merge option where you can customize field and record delimiters to match up to the requirements of your word processor. (On the other hand it is a great feature, Datatrieve and ST Writer are the equal of some software packages that cost over \$300 and they cost under \$40.00 combined)

* you have the option of selecting fields you want to use when transporting to and from files. When you save this

FAB7

CREATE SCREEN MASK

BETHLEHEM SOCCER CLUB REGISTRATION FORM
 FOR INFORMATION - PLEASE PRINT LEGIBLY

LAST NAME	NAME	FIRST NAME
ADDRESS	CITY	STATE
ZIP CODE	PHONE	PHONE
Father's Name	Date of birth	
Mother's Name	Occupation	
Brother's Name	Phone	
Sister's Name	Phone	
List any medical conditions or medications		
Person to notify in emergency		
Doctor's Name	PHONE	PHONE
Number of prior seasons played: <input type="checkbox"/> add to		
Current Season <input type="checkbox"/> Enter FAB7		

Please indicate if you are disabled:
 Yes No
 Handicapped Non-handicapped
 Blind Non-blind
 Deaf Non-deaf
 Paraplegic Non-paraplegic
 Amputee Non-amputee

field selection it becomes the default standard for all future data transfers. (But you are always asked if you want to save field selections and if you answer no then the current choice is only temporary)

* you can only sort the main database on one field at a time.

* the program is copy protected and there is a hidden charge of \$10.00 for a backup copy.

Strong points:

- * the program comes with ram disks ranging from 100k to 600k so you can fit really large files into a ram disk.

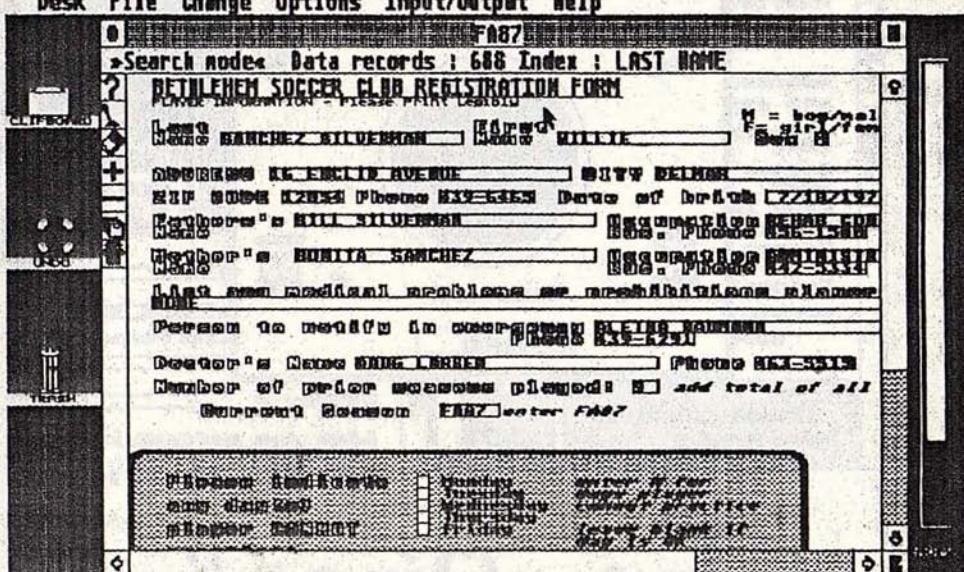
- * with a file on a ram disk and searching through an indexed field or multiple fields record selection is functionally instantaneous.

- * files can have unlimited numbers of subfiles. These subfiles can be sorted on any number of fields (the first field sorted has the lowest priority the last field sorted has the highest priority). (But you must do the sorts one at a time - click the mouse at the field, select the sort subrange (file) menu with a click, select the sort option from the dialog box, watch the little clock 'fill' until the job is done. On the other hand a 200 to 300 record sub file sorts in about 15 seconds including mousing around!)

- * you can have up to four files open at the same time and effortlessly transport records between them using what Datatrieve calls sequential records (better be sure the databases are set for the same number of fields!!)

- * a paper form can be literally duplicated on the screen.

- * the user interface of this program is exceptionally easy. We have had dozens of parents come over for a couple of hours each to help type in information. The tutorial is a one record demo followed by two or so records of supervised



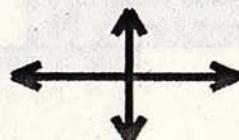
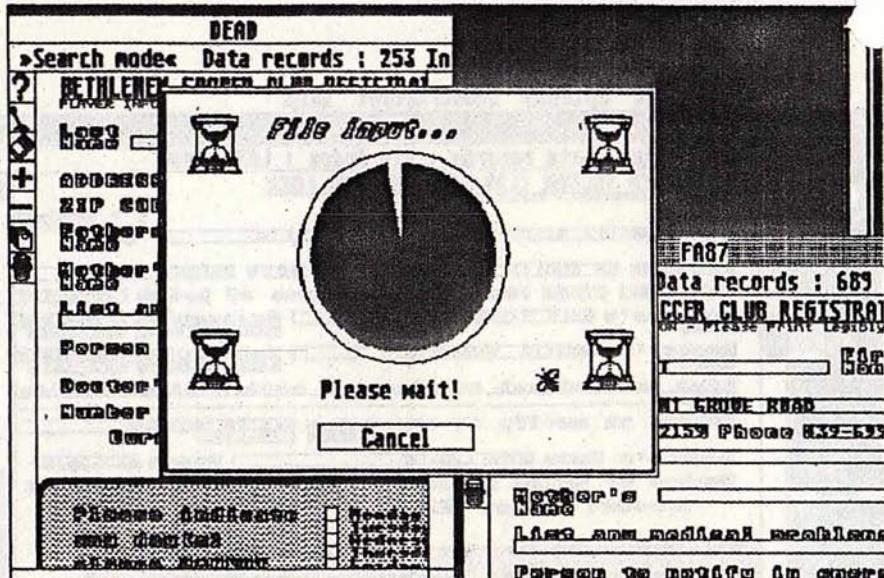
instruction. The menus, icons, and red stickers on three function keys really make this a program a snap to learn. Within fifteen minutes of sitting down with the program for the first time people are able to work quickly and independently (NOTE: the biggest problem for an adult is coordinating mouse movement to arrow movement on the screen - finally a functional reason for adults to play arcade style computer games)

* most important - this program does not bomb out. When I've done something stupid a dialog box pops up to tell me so. When the program hits a TOS error a cryptic TOS error box appears and with a press return you regain control of the computer so you can save your file(s) back to disk and then try to figure out what went wrong.

Summary:

Datatrieve is a highly proficient database program. It is basically an index card type database but has immense size (number of fields, number of records) capabilities, extraordinary screen, report, list, and label capabilities, an ingenious interface between the computer and user offering the choice of icons, drop down menus, or keystrokes for most operations. In short it is the most useful ST program I have yet encountered.

Datatrieve by Abacus Software has a suggested retail price \$49.95 (plus \$10.00 extra for a backup copy of the program). It is available mail order for around \$35.00.



Directions

Believe it or not the CDACE meeting location is conveniently located from just about everywhere in the Capitol District.

Using any of the main arterials, Interstate 90, 787 or the Northway, go to new Alternate Route 7 and cross the Bridge to Troy. Go up to the top of Hoosick Street and the Memorial Methodist Church is on the right.

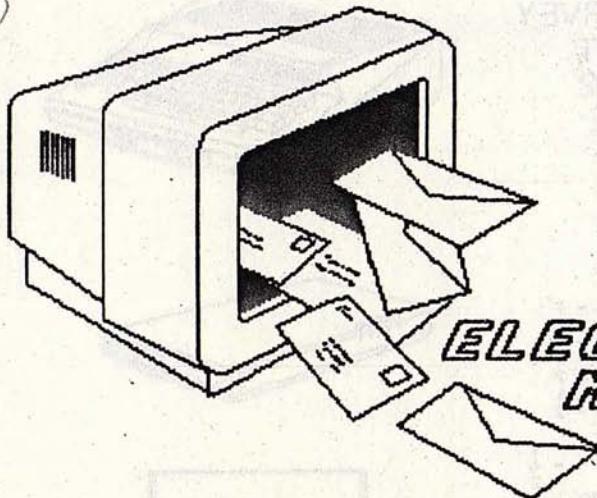
Park in the Bank parking lot across the street.

See ya there!

The next CDACE general meeting will be held on the last

THURSDAY
of
SEPTEMBER

at the Memorial Methodist Church. Sales and Libraries will be open at 7:00PM with the meeting beginning at 7:30. I hope that everyone has had a great summer and is ready to compute full speed ahead.



ELECTRONIC MAILBAG

From the CDACE BBS -

ST sysyetm for sale

Jim Jankowski has a 520ST system for sale including a 20 meg hard drive and the developers package. He'll sell the hard drive separately for \$500.00.

For more information call Jim at

Home: 356-6293

Work: 370-6293

Indus Drive repair center

Future Systems
21634 Lassen Street
Chatworth, CA 91311

Their phone number is (818) 407-1647. If your going to send your drive in for service be sure to call first to get an authorization number. Service is done at a flat rate of \$60.00 which includes shipping, insurance, and parts.

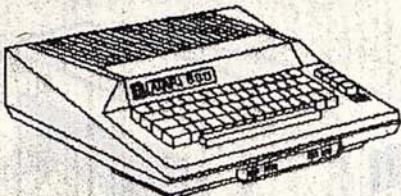
There is a nifty little printer ultity for the ST people to download in the ST download section of the BBS.
Check it out.

CDACE BBS
HARDWARE SURVEY
SEND YOUR LIST
ONLINE 237-1232
OR MAIL TO THE
NEWSLETTER

400	- 3
800XL	- 5
130XE	- 6
800	- 1
520ST	- 2
1040ST	- 2

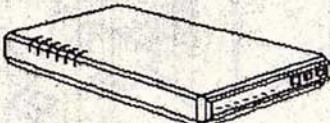
Drives

1050	- 7
INDUS GT	- 3
SP354	- 2
RAMA 1000	- 2
SP314	- 2
20M HARD DRIVE	- 1
810	- 2



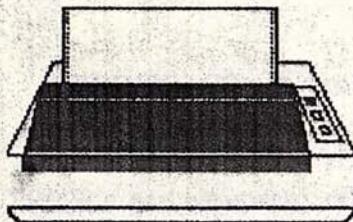
Monitors

COMMODORE 1702	- 4
SCI1224	- 4
SCI124	- 2
MAGNAZOX (AMBER)	- 1
EMERSON	- 1



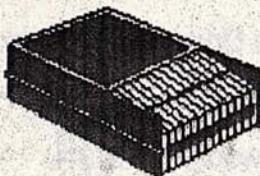
Modems

XM301	- 3
MP21000	- 2
HAYES 1200	- 1
AVATEX 1200	- 2
1030	- 1



Printers

XMB01	- 1
1020 PLOTTER	- 2
ALPHACOM 80	- 1
CENTRONICS 735	- 1
OKIDATA 292	- 1
STAR SG10	- 3
OLIVETTI INK JET	- 2
FX 85	- 1
BIG BLUE THERMAL	- 1
MX80 III	- 1
BROTHER HR10	- 1
SHIKOSHA SP1000A	- 1



Other Stuff

410 RECORDER	- 5
850 INTERFACE	- 2
CX 85 KEYPAD	- 3
MICHTRON DIGITIZER	- 1
P:R CONNECTION	- 1
KOALA PAD	- 1



THIS MONTHS NEWSLETTER

Was produced using a 1040ST, Publishing Partner, Degas and Degas Elite, Sanpshot, St Writer version 1.7, Thunder. Fonts and graphics in the newsletter are a combination of commercial (Soft Logic & Font Factory) as well as public domain materials.

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Bill Silverman

GENie Atari ST Roundtable:Formal Conference of
8/5/87 Atari Corporation Speaks!

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<NHARRIS> First, the ground rules tonight... The Atari folks will introduce themselves, then we'll talk... for a short bit... Then the floor will be made available for questions. To ask... a question, use the /RAI command to raise your hand. I will... call on people when it's their turn... Since you all know already, we'll move right to one of the... newest Atari people on GENie, Julius Oklamcak. Please say... hello, Julius.

[Julius] J.OKLAMCAK> Hi guys! First... Let me say hello to my 'friends' in Sunnyvale... I work for Atari Canada, and have yet to meet any of these people face to face, though, I have 'met' them over the phone (at least some of them)... back to you Neil...

<NHARRIS> Among other things, Julius sysops the Atari Canada BBS... and also provides support on CIS -- and now here, of course... Next, the software twins, Mark Jansen and Cary Gee. Guys?

<[Mark & Cary] MJANSEND> Hi folks! Cary is a Programmer here in the Atari R&D department... ...and I am the West Coast Editor of Atari Explorer... (Of course, Leonard reminds me that I'm actually Technical... Documentation person for the Atari R&D Department... He's right, of course! :-)) ...but enough about us!

<NHARRIS> Thanks. Next we have Jim Tittsler, ace hardware engineer... and star of Best of BIX! Jim?

<[JimbogAtari] JTITTSLER> Good evening. I am a hardware person that found out that software is more interesting :-) and have since been captured by the hardware group anyway. I was one of the ST design team, and lately the PC project (among other things :-)). And you will note I am MUCH more careful about what I am quoted as saying in BIX! Thanks.

<NHARRIS> That's why you're an engineer & I'm only in marketing... next we have Darryl May. Go ahead, Darryl.

<[Darryl@ATARI] DMAY> Well I just work in Technical Support dept answering all your phone calls and letter that come in here.

<NHARRIS> One more member of the team, an honorary member not on the ... payroll, is Fred Beckman from the Atari Base BBS. Fred?

<PREDBECKMAN> Yes I have the honor of helping on the ATARI BASE BBS This keeps us all working many hours on all five line I pass on information from the BBS to Neil and others as indicated Back to Neil - >

<NHARRIS> All right. Now that you know who we are... we'll get started... Go ahead, Mike Ferrara.

<[Mike Ferrara] STX-PRESS> Ok.. Thanks. I have ONE question! Where's the BLITTER??!?! A lot of us in New York are getting SOoo impatient!

<NHARRIS> Well, they seem to be coming in the Mega ST's -- there's a one... on Darryl's desk and another on Mark's... do any of you folks know when it's

coming as an upgrade? Jim?

<[Jimbo@Atari] JTITTSLER> I am not certain.

<[Darryl@ATARI] DMAY> My Mega with Blitter is running right now.

<NHARRIS> OK, we'll keep you posted on that one... Go ahead Andy

<[Andy Eddy] KIDX> Thanks, Neil. Two quick ones: Has the Mega pricing been set? And what effect will the new Tandy PC-comps have on the Atari PC strategy?

<NHARRIS> Yes, we've set the retail pricing on the Mega ST computers... the Mega ST2 will sell for \$1699 with Monochrome, \$1899 with RGB. The Mega ST4 is \$2399 with mono, \$2599 with color... Please keep some things in mind regarding these prices -- 1. they are suggested list... 2. we're improving dealer margins, so the numbers may seem... a little high now... 3. These are the numbers today... I really can't comment on the new Tandy systems until I know more about them. Jim, have you looked into them?

<[Jimbo@Atari] JTITTSLER> I have only heard the description via the San Jose Mercury News, Neil. The pricing seemed better than their old pricing... but still not incredibly aggressive. I still think for an EGA/serial/parallel machine the PC is a good deal.

<[Julius] J.OKLAMCAR> (yup!)

<NHARRIS> OK Berryabit is next

<BEERRYBIT> Just a quick question: when will we see the megas in stores?

<NHARRIS> I am not sure how good an answer you can get on that one yet... we're in the process of figuring out the requirements for dealers to get the Megas and Laser Printers. For now, be patient... and watch this RT for news... STAPPLIC is next.

<[Steve] STAPPLIC> 2 questions: Any info on the new ST resolutions and is the TI graphics co-pro. being considered for use in the ST. 2) Will business land carry the Mega as reported?

<NHARRIS> Sorry Steve, nothing to announce at this time. And we're talking to several chains, but, again, we're not... ready to announce any deals at this time.

<[Jimbo@Atari] JTITTSLER> We have not announced any new resolutions for the "ST" computer. And we are certainly considering what the state of the art is in graphics coprocessors... whether it is from TI, intel, or a small company called Atari.

<[Darin] D.L.DELEGAL> Any news on the 32bit unit(s)? And will they run Unix or the like?

<NHARRIS> Come on folks, ask something we can answer!!! We're not really able to comment on unannounced systems...

<NHARRIS> Go, Jeff

<JEFFWILLIAMS> Thank you, Neil. Does Atari plan to market the Mega series exclusively through retail stores...not thru mail order?

<NHARRIS> Yes, absolutely. We will enforce that rigidly.

<[Mark & Cary] MJANSEN> It would be hard to imagine a mail order outfit supporting the Mega well.

<JEFFWILLIAMS> Thank you.

<NHARRIS> Tom?

<[Tom] T.BELLUCCO> Well, Jeff kinda asked my question... I was going to ask we were going to see the Megas advertised for \$999 at Mail Order Plus in a y or 2! That will be prevented???

<NHARRIS> I sure hope we do not. Julius, how about in Canada?

<[Julius] J.OKLAMCAR> Some one asked about how the US is going to handle Mega's and Laser's regarding dealers. Here in Canada, if a dealer wishes to carry the Mega and or Laser Printer, one of the requirements is that that have an outbound sales force, ie. someone selling the system or systems to small business - not just watching people come in off the street. With this marketing strategy we believe that the dealers will take a greater interest in business. We are also looking at VAR (Value Added Resellers) into markets such as Desktop Publishing, CAD, point of sales systems and so on. Phew! That's it for now Neil.

<NHARRIS> The requirements in the USA are still being formalized... but outbound sales force is one of the criteria here as well.

<[Tom] T.BELLUCCO> Is the blitter upgrade still a motherboard swap, and will that motherboard be expandable to 4 meg?

<NHARRIS> Was hoping to hear some engineers responding to this one... but looks like they're not talking. Have to pass on that one...

<[Mark & Cary] MJANSEN> I'm not sure. I haven't heard a final verdict on all that.

<NHARRIS> Tom... The Service Dept. wants the upgrade to be a board swap because... they don't like the idea of dealers doing heavy soldering to the motherboard. Not sure what the final outcome is... Elrod?

<[Elrod] R.ROLLINS> 1) What about 1 Meg Mega, 2) Tell us 'bout the AMY chip, Thanks

<NHARRIS> Looks like there will be no 1-meg Mega... and AMY is still being worked on with nothing new to report.

<[Mark & Cary] MJANSEN> Amy isn't finished, I know that much. :-)

<J.WIMMER> Will we as dealers be kept 'up to date' on advanced information.. via newsletters in the future? We have not been to date.... and...) Since we had no problem passing the requirements for 1040 sales i.e. test equip, personnel, etc...will we after having... been in business over a year and a half, be more likely to carry the megas? We can support the main aspect no problem.

<NHARRIS> The newsletter is in the process of being revamped.... so we can get

you informed as much as possible. Since the full list of requirements is not settled, I ... really can't answer that fully. Certainly you have a leg up. Ius, your thoughts?

<ARRIS> J.Vanriper, go.

<VANRIDER> ATs can be upgraded to 12 megahertz, can the ST be upgraded to 12 megahertz 680 00's?

<[Jumbo@Atari] JTITTSLER> No. The ST can not directly use a 12 MHz 68000. The bus/video timing is very carefully tied together to get the most we could out of the 68K bus.

<J.VANRIDER> What about 68881?

<[Jumbo@Atari] JTITTSLER> Using a faster processor would still not give you any faster access to the system memory bus because of video accesses. The 68881 does not connect "seamlessly" (to use Mark Jansen's word) to the 68000 processor. It is intended for use as a coprocessor on the 68020. It can be used as a peripheral, and we in fact have demonstrated that on an expansion card for the MegAST bus, but it is not just blazingly fast. Faster than software, definitely, but not orders of magnitude.

<NHARRIS> OK, Log.Choice

<[Log. Choice] B.HEDDON> 1 question : are 1040 ST PM's now being shipped in the U.S.?

<NHARRIS> That's a tough one... there really is no 1040STPM as a product. There were a couple... made for a special event, and a few leaked out. No more coming. Paul?

<[Paul] HITECH> Thanks Neil... A comment and a question First I applaud Julius's ideas about getting into business. The current Atari dealers are NOT familiar with the proper procedures to use to sell to business customers. Hopefully you at Atari are full of good ideas to help them.... Now the question... When will the Megas be shipping?? (two weeks?)

<NHARRIS> We're well aware that this market requires a lot more support... for dealers. That support will be provided, including training.. and information. And we're counting on the help of companies... like yours, Paul, with applications and also to help in... education...

<[Jumbo@Atari] JTITTSLER> The Mega STs are shipping, at least to Europe. I was very pleased to see a note on Usenet this morning from Simon Poole (of UNITERM fame) that said that one of the dealers in Switzerland had sold something like 10 Mega4's in his first 8 hours.

<NHARRIS> Can't exactly say when we'll have them out in the US. Imminent.

<[Jumbo@Atari] JTITTSLER> I am sure you will be seeing them around here soon.

<[Julius] J.OKLAMCAR> ...and Canada got it's first batch of machines.

<NHARRIS> Andy, you're on

<[Andy Eddy] KIDX> What software, on the entertainment front, can we expect from... Atari in the near future (particularly, 8-bit fare).

<NHARRIS> Darryl can take this one.

<[Darryl@ATARI] DMAY> Well ST BattleZone is out, and the 8 bit version is being worked on , plus many more titles for the 8 bit side including some old & new titles.

<NHARRIS> The XE Game System is providing the motivation... to get lots of t games going. Most of them were out on... disk before and are now being ported to cart. But some... were never available for the 8-bit Ataris re, like Gato.

<[dark & Cary] MJANSSEN> It's also the easiest game system to develop new software for.

<W.CLEVELAND> thanks, I was like to ask 2 questions first, about the Mega ST, I personally like the thought of atari creating this computer, but how hard will it be for consulting firms such as mine, to sell if I don't have a "TRUE" walk-in area? and second, what is Atari's strategy for christmas?

<NHARRIS> Without a store front, you can still qualify as a VAR... but not as a dealer. There will be a different set of... requirements for VARs... for Christmas, we plan to sell lots and lots of systems!

<grin>

<[Mark & Cary] MJANSSEN> I like that plan.

<NHARRIS> Seriously, we're working with our advertising folks... and making some interesting plans. You'll be happy, Nevin?

<[Nevin] N.SHALIT> Now that Wordperfect is almost out, is Atari aware of or helping... any other big name and powerful aw developers for the ST... I love my HardWare but have to use my Magic sac or... PCditto when I want to use powerful software. I don't need... A mega ST I need better software and am willing to pay... I know Atari is Hardware but you should help for better software.. Thanks...

<[Julius] J.OKLAMCAR> Nevin, we are "working on it"

<big grin>

<NHARRIS> A tall order. One of the charter's of the software group... headed by Sig Hartmann, is to get the software done that we need. One of his weapons is the hardware and another is the kind of... marketing program we're doing. When we see a need for a ... certain kind of program, he will go and make it happen.

<[Jumbo@Atari] JTITTSLER> But actually Nevin, if you think about it, by producing hardware that is viewed as more powerful by the marketplace (i.e. the MEGA series) there is also more marketplace incentive for the "big name" companies of which you speak to "join us".

<[Steve] STAPPLIC> Thanks. Can memory chips just be plugged into the Mega 2 to make it a Mega 4?

<NHARRIS> Steve, there seems to be some controversy over that right now... we've been told 2 different things by the manufacturing folks. So we'll defer

the answer on that one for now.

<[Steve] STAPPLIC> Is there an expected price on the blitter board swap if it is the way to upgrade e?

<NHARRIS> The blitter upgrade should be around \$120. Mark?

<[Mark] MFARRARD> two questions. 1) How much more Support does a MEGA need over a ST? and ... 2) Is any word available on networking the MEGA's yet? Thanks.

<NHARRIS> For 2 -- we're working hard on several networking options... hope to have something to announce ASAP... on 1, hard to answer. It's not so much the raw hardware... but the kind of market we're looking into. We want the... business audience to feel 100% comfortable. Service is a ... major issue here. Beersbit?

<BEERSBIT> I was just curious ...are we talking two weeks, 30 days 60 days just some sort of approximate number for US MEGAs also when can my development team get the pin outs for the mega expansion bus.

<NHARRIS> Certainly within 60 days for retail. Systems for developers ... arrive any day, if not here already -- you need to go through... Sig's dept (Cindy Claveran, actually). Bus docs should be out... at any moment.

<Jimb0@Atari> JTITTSLER> The MEGA ST expansion document is being revised THIS week. (Sigh) The only thing the documentation is going to tell you about really is the mechanical and electrical specifications of the expansion cards. The signals are nothing more than a 68000 bus. For example, one company I have been talking to is a VME manufacturer... and since its timing so closely duplicates a 68K bus, they are have the technical aspects of the bus design well in hand. We really will release the mechanical details shortly.

<JEFFWILLIAMS> Do you see Atari coming out with... Atari-brand expansions/upgrades to bring stock 520/1040 ST's up to similar physical configurations... as the Megas? (memory, clocks, card cage, etc)

<NHARRIS> I doubt very much that Atari will get into that end of the... business. It's easy enough for 3rd parties, and we have a ... full plate of products/projects.

<[Mark & Cary] MJANSEN> There are third party companies who have brought that sort of... things out, like separate keyboard, etc.

<[Luther] REDSTAR> Three questions: 1) Will there be any plans for MEGAs with 2 built in drives?

<[Mark & Cary] MJANSEN> There is little room in the case...

<[Luther] REDSTAR> 2) Will Atari be extensively advertising the MEGAs on TV? 3) Wouldn't it be a good idea to lower the price of the... developer's kit in order to motivate more programmers?

<NHARRIS> How many business computers do you see on TV right now? ... it's a possibility, but our thinking right now is to advertise in print. That's where companies like Apple, Compaq, Leading... Edge, etc., are having impact. Look for us in places like the... Wall Street Journal... And personally, I don't think that lowering the devkit price... helps to get commercial-grade software out there. If the ... programmer hasn't got enough capital for the kit at \$300... hard to believe they can get a product to market.

<[Mark & Cary] MJANSEN> Ours is already easier (and cheaper) to get... Many companies require a full business plan, etc. before allowing anyone to even so much as touch one of their devkits.

<[Mark] SUPRATECH> When will Atari release docs on producing GDOS print drivers?

<NHARRIS> Jim, Mark, or Cary, you know the answer to that one?

<[Mark & Cary] MJANSEN> Not sure exactly.

<NHARRIS> No idea, sorry. It's not easy to produce a driver.

<C.DESCHAMPS> I have 2 questions Coprocessors and the Mega (like the apple macII) will the mega evolution take a similar route?

<[Jimb0@Atari] JTITTSLER> I am not sure C. It is certainly easier when you have access to the system bus the way you do in the MEGA series. Atari has not announced any plans to provide such a "second computer on a board" products.

<[Julius] J.OKLAMCAR> ...but that doesn't stop 3rd party from doing it!

<C.DESCHAMPS> 'question 2- if this is easier then does this mean that second video formats with 500 plus colors and resolutions approaching pro levels will become a reality?

<[Mark & Cary] MJANSEN> Anyone could do pretty much whatever they want on a card.

<C.DESCHAMPS> but will atari encourage this type of 3rd party development?

<[Mark & Cary] MJANSEN> It would be silly to discourage it.

<[Jimb0@Atari] JTITTSLER> Well... we certainly have talked to people that want to add in graphics displays (and some related hardware : -) ... but that really takes it out of the realm of the "ST" architecture. It will be possible to make some "well-behaved" applications run on such displays, but an awful lot of the "interesting" applications play fast and loose.

<NHARRIS> it's 9:00 PM here. I still have more than 10 people with their hands raised, but we can't go on forever. I am going to take the room out of listen-only and open the floor to all comers... try not to overwhelm us. Thanks one and all. [At this point, things get a bit crazy. Questions, comments, thankycous, etc., are flying. What follows is an edited-down version so you can follow questions and answers.]

<[Andy Eddy] KIDX> Jim--> Is the PC emulator for the ST still viable, and if so,

<[John] JRWRIGHT> Will GDOS be on the MEGA ROMS?

<BOBBRODIE> Are there any plans for additional hardware, ie a scanner, Neil?

<[Jim] JVAN> This might have been asked before but, any news on the release date and price of Atari Write (a.k.a. MicroSoft Write)?

<T.MOORE> will blitter be available to 520's in sept, neil?

<NHARRIS> Wow! GDOS is still disk based.
<C.DESCHAMPS> Will there be an upgrade path for 1040st's?
<SEO> Anybody know what kin3/O ports the Mega will have.
<NHARRIS> Microsoft Write still in the works.
<[Andy Eddy] KIDX> Also, does Atari have any video plans (GENlock or something like it??)
<[Mark] MFARRAR> Will the Dev. kit be revamped for Mark Williams C now that it
<[Jimbo@Atari] JTITTSLER> I think the graphics displays will often be released with some specific applications software that take advantage of the "new" screen. But I am not saying any more for now :-(.
<SEO> What kind of I/O ports will the Mega have
<NHARRIS> Mega ports are same as current ST, plus expansion bus (internal)
<SEO> One 232 that's all?
<[Mark & Cary] MJANSND> Right, SEO.
<BOBBRODIE> Neil, any additional hardware planned, like a scanner perhaps??
<NHARRIS> No scanner from us, others have them.
<[Darryl@ATARI] DMAY> Navrone already has a nice scanner.
<SEO> Why limit it to one single RS 232 Port?
<NHARRIS> SEO -- people can always add more on a board
<SEO> Yes but if you are going after the business world you need at
<NHARRIS> Folks, if we miss any questions as the buffer is scrolling... please ask again in CAT 14 of the bulletin board and we will... try to get it.
<[Jimbo@Atari] JTITTSLER> From Art -- the SLM804 will be packed out with a Diablo 630 emulator and 3 fonts(many type sizes) that will run on a 520, 1040, or MEGA ST ... for full-page bitmap graphics you need at least 1.5 mbyte (letter-size - 950,000 bytes).
<T.MOORE> Will blitter upgrade be available in sept for 520's, Neil?
<NHARRIS> Tom, hope so, but no final word yet.
<SRGABELER> NEIL DOES YOUR NEW MARKETING PLAN EXCLUDE THE SMALL DEALERS WHO HAVE SUPPORTED YOU THUS FAR, FROM SELLING THE MEgas TO THEIR ESTABLISHED CLIENTS?
<NHARRIS> We don't exclude any current dealers per se... but to go after the business market, some will have to improve... or be left behind.
<T.MOORE> Neil, will blitter upgrades be available for 520's?
<NHARRIS> Iss, Tom, for 520's too.
<[Steve] STAPPLIC> Neil, what is the current snag with MS-Write?
<NHARRIS> Steve -- getting the bugs out
<[Steve] STAPPLIC> They must be really bad bugs. Taking month to kill 'em. Have you tried Raid? :-)
<[Andy Eddy] KIDX> Neil--> Does Atari have any video plans -- i.e. GENlock or... Monitor box with Composite out?
<NHARRIS> Andy -- not from us, from 3rd parties
<[Nevin] N.SHALIT> Monitor Box is finished according to Les, the developer...
<[Darryl@ATARI] DMAY> A outside company is working on a GENLOCK unit.
<[Andy Eddy] KIDX> Whose monitor box?? Who is working on GENLOCK?
<[Darryl@ATARI] DMAY> Both here in the states and in England.
<[Jimbo@Atari] JTITTSLER> And Print-Teknik (in Austria) claims to have GENLOCK working on the ST.
<[Darryl@ATARI] DMAY> The company working on the GenLOCK is waiting for the MGAs.
<[Jimbo@Atari] JTITTSLER> Oh... well you might leave some note in the Michtron area... I think at one point they were doing some US distribution for Print-Teknik... but I have not been keeping score.
<J.VOGH> Can the Mega ST bus be brought out of a 520 with a solderless board?
<[Jimbo@Atari] JTITTSLER> I don't think you could manage a solderless MEGA bus on the 520.
<[Log, Choice] B.HREBDON> What about PC-Ditto?
<T.CILLIO> It is a very good pc emulator.
<[Jimbo@Atari] JTITTSLER> The hardware PC emulator is still under development. It will always end up costing more than a purely software solution... but hopefully the performance will make up for it :-(. It will have to be for the hard core PCer... since the from what I am hearing the software solution meets a lot of needs.
<[Andy Eddy] KIDX> Any pricing trend for the PC emulator, Jim?
<[Jimbo@Atari] JTITTSLER> I think I better not say too much about unannounced PC projects, whether or not they may exist.

GOODNIGHT
ATARians

CAPITOL DISTRICT ATARI
COMPUTER ENTHUSIASTS
POST OFFICE BOX 511
DELMAR NEW YORK 12054

